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BLACK & WHITE™ CREATURE ISLE*

*REQUIRES BLACK & WHITE™

WINDOWS (PC) INSTALL GUIDE AND GAMEPLAY GUIDE

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- *Black & White*™ for Windows installed.
- Windows® XP, Windows Me, Windows 2000, Windows 98, or Windows 95 (Windows NT 3.0 and 4.0 are not supported)
- 350 MHz Intel® Pentium® II or AMD® K6®-2 processor
- 64 MB RAM (128 MB required for Windows XP and Windows 2000)
- 4x CD-ROM/DVD-ROM drive
- 430 MB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX™ 8.0a installation)
- 8 MB Direct3D™ capable video card with DirectX 7.0a or later compatible driver
- DirectX 7.0a or later compatible sound card
- Keyboard
- Mouse

RECOMMENDED

- 500 MHz or faster Intel Pentium III or AMD Athlon™ processor
- 128 MB or more RAM (256 MB recommended for Windows XP and Windows 2000)
- 16 MB or greater Direct3D capable video card with DirectX 7.0a compatible driver

REQUIRED FOR MULTIPLAYER GAMES

INTERNET (2-8 PLAYERS)

56 Kbps or faster Internet connection

1 disc/player per computer

NETWORK (2-8 PLAYERS)

TCP/IP compliant network

1 disc/player per computer

INTRODUCTION

Thank you for purchasing *Black & White™ Creature Isle*. This Install Guide will assist you with installing and running the game on your system, as well as provide valuable trouble-shooting and support information.

Please take time to ensure your system meets the Minimum Configuration requirements. It is essential that your system meets these requirements in order for *Black & White Creature Isle* to function properly.

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk, Disk Defragmenter, and Disk Cleanup.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly, thereby helping to prevent

corrupt data. Disk Cleanup clears unnecessary files from your system, freeing up disk space and preventing conflicts that might stop the game from installing correctly.

To run ScanDisk (Windows Me, 98, 95 only):

1. Left-click the **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**.
3. In the Run dialog box, type **scandisk**, then click **OK**. ScanDisk opens.

➥ Make sure a check mark appears in the **Automatically fix errors** box, then select the drive to which you are installing the game (e.g., C:).

4. Click **START** to begin ScanDisk.

To run Disk Defragmenter:

1. Left-click the **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select Run....
3. In the Run dialog box, type **dfrg.msc** (or **defrag** if using Windows Me, 98, or 95), then click **OK**. The Select Drive dialog box appears.

➥ Select the drive to which you are installing the game.

4. Click **Defragment** (or OK) to begin Disk Defragmenter.

To run Disk Cleanup (Windows XP, Me, 2000, 98 only):

1. Left-click the **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**.
3. In the Run dialog box, type **cleanmgr**, then click **OK**. The Select Drive dialog box appears.
4. Select the drive to which you are installing the game, then click **OK**. The Disk Cleanup window appears.
5. In the Files to delete: field, make sure a checkmark appears in the **Temporary files** box (if present). If any other boxes are checked, uncheck them.
6. Click **OK** to begin Disk Cleanup.
7. A prompt appears asking for verification to delete files. Click **YES**.

INSTALLING THE GAME

NOTE: You must have *Black & White* installed on your computer in order to install *Black & White Creature Isle*.

To install *Black & White Creature Isle*:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (➤ *General Performance/Lockups* on p. 9 for more info).
3. Insert the *Black & White Creature Isle* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

➥ If the Autorun menu does not automatically appear, left-click the **Start** button from the Windows Taskbar and select **Run...**. Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

4. Select **INSTALL CREATURE ISLE** to initiate the Setup program.
5. You are now prompted to enter your serial number, which can be found on the back cover of this install guide. Click **OK**.
6. The Setup program is initiated. To continue, click **NEXT**.
7. A ReadMe file appears. Read the file, then click **NEXT**.
8. The Choose Destination Location window appears. This is the location to which *Black & White Creature Isle* files are copied.

➥ To accept the default, click **NEXT**.

➥ To change the destination folder, click Browse..., select the location and then click **NEXT**.

9. The Select Program folder window appears. Select the Lionhead Studios Ltd folder in the Start menu and click **NEXT**. The game files are copied to your hard drive.

NOTE: *Black & White Creature Isle* must be installed into the *Black & White* folder. You must specify your *Black & White* folder during installation.

10. A prompt appears asking if you wish to register your copy of *Black & White Creature Isle* now.

➥ If you select **YES**, an online registration form appears. Complete the form and return it to Electronic Arts.

➥ If you select **NO** the registration prompt closes.

11. A prompt appears asking if you wish to have a shortcut placed on the desktop. Select YES or NO to continue.
12. A prompt appears asking if you wish to play *Black & White Creature Isle* now.

➥ If you select **YES**, game play is initiated.

➥ If you select **NO**, the prompt closes.

13. Select **FINISH**. Installation is completed.

STARTING THE GAME

To start *Black & White Creature Isle (with disc already in drive)*:

1. Close all open programs and background tasks, including virus scanners (➤ *General Performance/Lockups* on p. 9 for more info).
2. Left-click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **> Lionhead Studios Ltd > Black & White Creature Isle > Black & White Creature Isle.**

To start *Black & White Creature Isle (without disc already in drive)*:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (➤ *General Performance/Lockups* on p. 9 for more info).
3. Insert the *Black & White Creature Isle* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

NOTE: Please refer to the *Black & White Creature Isle* gameplay guide on p. 16 of this install guide.

➥ If the Autorun menu does not automatically appear, left-click the 'Start button from the Windows Taskbar and select **Run....** Type **D:\autorun.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

4. Left-click the **Play Creature Isle** button.

UNINSTALLING/ RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

To uninstall *Black & White Creature Isle*:

1. Start the Windows operating system.
2. Left-click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **Lionhead Studios Ltd > Black & White Creature Isle > Black & White Creature Isle Uninstall and Maintenance.** Follow the on-screen instructions to complete the uninstall process.

NOTE: Files that were created after the installation of *Black & White Creature Isle*, such as saved games, will remain on the hard drive after completing the uninstall process. If you wish to continue to use these files, simply re-install the game to the same directory.

To re-install *Black & White Creature Isle*:

Follow the *Installing the Game instructions* on page 3.

NOTE: Uninstalling *Black & White Creature Isle* will not effect your original *Black & White* installation.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- Please make sure you have read thoroughly the *System Requirements* and *Installing the Game* sections. It is essential that your system meets the Minimum Configuration requirements for the game.

If you followed the directions and are still having trouble installing or operating the software, below are some troubleshooting tips that might help solve the problem.

DIRECTX PROBLEMS

One of the most important aspects of trouble-shooting your system will be determining its compatibility with Microsoft's DirectX. DirectX is an Application Programming Interface (API) that gives Windows based applications high-performance access to your system's hardware. This makes the DirectX API well suited for Windows games. *Black & White Creature Isle* uses DirectX 7.0a and includes DirectX 8.0a files that you can install.

There are two considerations to be made. First, you must be sure that you have DirectX 7.0a (or higher) installed on your computer. Second, you must make sure that your existing hardware (your video and sound cards) has "drivers" that are *fully compatible* with the version of DirectX that you have installed. A "driver" is the software provided by your hardware manufacturer that allows your hardware to communicate with DirectX and Windows. It is essential that your video and sound drivers are fully up to date.

Three DirectX components, DirectDraw™, Direct3D, and DirectSound™, may require updating your video card and sound card drivers for proper operation. Using video card and sound card drivers that do not support DirectX, or that were written for an earlier version of DirectX, will result in various performance, display, and audio problems when running DirectX based applications.

During the installation of *Black & White Creature Isle*, the install program checks the version of DirectX that is installed on your system. If it finds that you have DirectX 7.0a or higher present,

no action is taken. If it finds that you do not have DirectX 7.0a installed, you are prompted to install it.

To check your system's DirectX compatibility (to see if your video card and sound card drivers have DirectX support):

1. Left-click the **Start** button on your Windows Taskbar, then click **Run...**.
2. In the Run dialog box, type **dxdiag** then click **OK**.
3. From the System tab, check the DirectX Version to ensure that you have DirectX 7.0a or higher installed. If an earlier version is displayed (e.g., 6.0 instead of 7.0a), or if dxdiag fails to launch, you will need to install DirectX 8.0a (➤ p. 9).
4. Click on the Display and Sound tabs for the video and sound devices that you will be using to run the game.

The Drivers section of each tab displays the driver version number and whether or not your driver is Certified (or Signed) by Microsoft as supporting DirectX 7.0a.

- If the Certified or Signed field states "No" in this section, you should contact your manufacturer to obtain updated drivers that support DirectX 7.0a. This can usually be accomplished by visiting the manufacturer's website and downloading the proper files. Contact your manufacturer directly for assistance in updating your drivers.
- If the Certified or Signed field states "Yes" in this section, your video card or sound card supports DirectX 7.0a and should work properly in DirectX 7.0a applications.
- You will also want to be sure that the driver version number is 4.07.xx.xxxx or higher (for example: 4.10.00.0000 would be good, while 4.03.00.0000 would indicate that the driver needs to be updated.)
- Finally, refer to the Notes field at the bottom of each tab. These will provide useful information about the status of the drivers.

During the installation of Black & White Creature Isle, the install program checks your version of DirectX and prompts you to install it if necessary. If you wish to update to DirectX version 8.0a manually, please use the following steps.

To install DirectX:

1. Insert the *Black & White Creature Isle* disc into your CD-ROM/DVD-ROM drive. Exit the Autorun menu if it appears.
2. Click the **Start** button and select **Search > Files and Folders** (or **Find > Files or Folders**...). The Search dialog box appears.
3. In the file name field, type **DXSETUP**.
4. In the Look In: field, **select the CD-ROM/DVD-ROM drive** (this is typically the 'D:' drive, but may be different on your system.)
5. Click **Search** (or **Find Now**).
6. Double-click **DXSETUP** when it appears.
7. Click the **Reinstall DirectX** or **Install DirectX** button.
8. Follow the on-screen instructions.

GENERAL PERFORMANCE/LOCKUPS

In some cases, programs that are running on your system can monopolize resources that the game needs in order to install, load and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks", that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Black & White Creature Isle*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Black & White Creature Isle* by restarting your computer.

ANTI-VIRUS/CRASH GUARD PROGRAMS

If your system is running Anti-Virus or Crash Guard programs you will need to close or disable them to run *Black & White Creature Isle*. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select "close", "disable", or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

GENERAL BACKGROUND TASKS

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Windows Task Manager appears.
2. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.
3. To end a background task, click on its name in the list, then click the **End Task** button.
4. Repeat this process until all the background tasks are closed.

NOTE: The Task Manager allows you to close "Processes" in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

To view and close background tasks (Windows 2000):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Windows Security pop-up appears.
2. Select **Task Manager**. The Windows Task Manager appears.
3. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.
4. To end a background task, click on its name in the list, then click the **End Task** button.
5. Repeat this process until *all* the background tasks are closed.

It is important to remember that the next time you restart your computer all of the background tasks that you ended will reactivate.

NOTE: The Task Manager allows you to close "Processes" in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

To view and close background tasks (Windows Me, 98, 95):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Close Program window appears. Inside this window is a list of all background tasks running on your system.

■ It is important that you DO NOT CLOSE the background tasks named Explorer and Systray. All other background tasks may be ended.

2. To end a background task, click on its name in the list, then click the **End Task** button.
3. The Close Program window closes and the task is ended.
4. Repeat until only Explorer and Systray remain.

It is important to remember that the next time you restart your computer all of the background tasks that you ended will reactivate.

MOTHERBOARD CHIPSET

If you are continuing to have performance problems and have already ensured that your system is completely compatible with DirectX 7.0a (➤ *DirectX Problems* on p. 7), you should check with your system manufacturer for the availability of updated motherboard chipset drivers. Updating your motherboard drivers will usually enhance the performance and functionality of your system's video, hard drive, and CD-ROM/DVD-ROM drive controllers. Please consult your system manufacturer or motherboard documentation for assistance.

CD-ROM/DVD-ROM PROBLEMS

A 4x-speed or faster CD-ROM/DVD-ROM drive is required to run *Black & White Creature Isle*.

RECEIVE "FILE NOT FOUND" ERROR MESSAGE WHEN INSTALLING OR RUNNING THE GAME

Make sure the disc is in the CD-ROM/DVD-ROM drive. The disc must be in the drive to install or run the game.

Make sure the disc is clean and not scratched or damaged.

CD-ROM/DVD-ROM PERFORMANCE PROBLEMS

Make sure you are using a 32-bit native Windows driver to control your CD-ROM/DVD-ROM drive.

To verify that you are using 32-bit drivers (Windows Me, 98, 95 only):

1. Left-click the **Start** button from the Windows Taskbar and select **Settings > Control Panel**.
2. From the Control Panel, double-click **System**. The System Properties appear.
3. Click the **Performance** tab.

If the Performance Status states that your system is configured for optimal performance, you are using 32-bit Windows native drivers and do not need to update them. If not, you may need to update your CD-ROM/DVD-ROM drivers. Contact your manufacturer for assistance.

Do not use a DOS-based 16-bit driver to control your CD-ROM/DVD-ROM drive (loaded in CONFIG.SYS) as it may significantly reduce performance.

VIDEO PROBLEMS

Black & White Creature Isle requires a video card capable of 640x480 resolution with 16-bit color depth. In addition, the video card must have at least 8 MB of video memory and be completely compatible with DirectX 7.0a and Direct3D.

The most common cause of video problems is an outdated video driver (➤ *DirectX Problems* on p. 7). Please ensure that you are using the latest driver available for your video card. Refer to your manufacturer's website or contact them for assistance if necessary.

You should also experiment with the various display settings available in *Black & White Creature Isle*. In general, lowering the detail settings, resolution, and color depth should help the performance of the game.

Also, make sure your video card and monitor are capable of displaying the resolution and color depth you have selected. Refer to your hardware documentation for help.

MEMORY PROBLEMS

Black & White Creature Isle requires 64 MB RAM and Virtual Memory ENABLED. We advise letting Windows manage the amount of virtual memory automatically (the default setting) and having *at least* 100 MB free space on the main hard drive (the drive that contains Windows, typically 'C:') after installation. Please refer to your system documentation or manufacturer if you need help configuring your virtual memory.

NOTE: Windows XP/2000 users must have 128 MB of RAM.

SOUND PROBLEMS

Black & White Creature Isle requires a sound card with DirectX 7.0a or higher compatibility. If your sound card driver is not fully compatible with DirectX 7.0a, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer (➤ *DirectX Problems* on p. 7).

INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- Make sure your speakers or headphones are plugged into the appropriate jack, are turned on, and the volume control is turned up. If the problem persists, contact your manufacturer.

NETWORK PROBLEMS

Black & White Creature Isle requires a TCP/IP compliant network and network interface card for network play. If you experience difficulties with network play, consult your network manual or network administrator for specific information on loading drivers.

CONNECTION PROBLEMS

Make sure the computers you are trying to connect are on the same network and are all using the required protocol.

Do not run any applications that communicate over the network in the background (e.g., mail programs, personal schedulers, network monitors, or instant messengers) while playing a network game.

TESTING NETWORK CONNECTIVITY

It is possible to test your network status with DirectX.

1. Click the **Start** button on your Windows Taskbar, then click **Run...**.
2. In the Run dialog box, type dxdiag then click **OK**.
3. Click the **Network** tab.
4. Click the **Test DirectPlay** button, then highlight the network protocol you will be using from the list of Service Providers.
5. Make sure that the button next to **Create New Session** is selected, then click **OK**. A DirectPlay Chat test session opens.
6. To test your network connectivity, other users must attempt to join your DirectPlay Chat test session. To join your test session, other users should follow steps 1-4, select **Join Existing Session**, and click **OK**.
7. Attempt to chat by typing a message and clicking **Send**.

Test results are displayed in the Notes field upon closing the test session. Contact your network administrator if results indicate that a problem exists or if other users have difficulty joining your Chat test session.

IP ADDRESS

If you do not know what your TCP/IP address is, you can find out by following these steps:

To determine your IP address (Windows XP and 2000):

1. Establish a direct Internet connection.
2. Click the **Start** button and select **Run...**.
3. Type **cmd** in the Run dialog box, then click **OK**. A command prompt window opens.
4. Type **ipconfig** and press **Enter**. A list of information is displayed, including your current **IP Address**.
5. Record this number and close this window when finished.

To determine your IP address (Windows Me, 98, 95):

1. Establish a direct Internet connection.
2. Click the **Start** button and select **Run...**.
3. Type **winipcfg** in the Run dialog box, then click **OK**. The IP Configuration utility opens.
4. Select the network device you are using to connect to the Internet from the available choices in the drop down box.
5. Your IP address is the number displayed in the **IP Address** field.
6. Record this number and close this window when finished.

NETWORK PERFORMANCE ISSUES

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the client computers. Try them on the host first as this may solve all the problems.

Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.

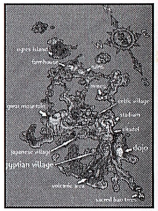
High-traffic networks slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.

The slowest computer limits performance. Adjusting the resolution, detail settings, etc. on a slow machine can help boost performance in a network game.

GAMEPLAY GUIDE

When you and your Creature arrive on the island, all may seem a little unfamiliar. What should you do?

- Head for the Dojo and click on the Gold Scroll. Rufus is waiting to give you instructions.
- Use this map as a helpful reference when you first arrive on the island.



NEW FEATURES IN *BLACK & WHITE CREATURE ISLE*

Bring your *Black & White* Creature to a completely new land, where he faces new Trials, foes, and tests. If he's got the right stuff, he may make it into the fabled, coveted Brotherhood. From that moment on, he becomes an elite Creature capable of greater power.

Use your Creature to find and train a new pet of his own. You both have to rear him and decide what you wish to teach him, and what sort of Creature he grows up to be. If you look after him well, you are rewarded.

Battle with a massive number of Creatures. Not only can you enter into frenzied combat with a whole range of Creatures, but you experience new fighting styles and use special moves and powers.

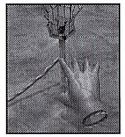
Tackle some of the most fun Trials you've ever experienced. Play games, take on fiendish puzzles of mind and might, win bonus games, and even play various sports.

Find love. For the first time, your creature has a chance to meet his female counterpart. Your Creature might be smitten with her, but does she feel the same way? That depends.

GAMEPLAY CONTROLS

Be the lord of the land using these controls.

HAND CONTROL



The Hand is your interface with the world. By using it you can move around and interact with objects and items within your area of Influence (➤ see *Influence and Belief* on p. 23). You can use mouse controls, keyboard controls, or a combination of the two.

NOTE: By default, the left mouse button is the Move Button and the right mouse button is the Action Button.

MOUSE CONTROL

MOVEMENT

Move	Click the **Move Button** and drag.
Move To New Location	Double-click the **Move Button** on a location.
Rotate View	Move the Hand to the edge of the screen until it becomes the Rotate Arrow, then hold the **Move Button** and move the mouse.

Pitch View Move the Hand to the top/bottom of screen until it becomes the Pitch Arrow, then hold the **Move Button** and move the mouse.

Zoom In/Out Hold both mouse buttons and move the mouse forward or back.

INTERACTION

Pick Up Object Hold down the **Action Button** over an item.

Drop Object Click the **Action Button**.

Throw Object Hold down the **Action Button**, move the Hand to a set direction/trajectory, then release the **Action Button** to launch the item.

YOUR CREATURE

You must train your Creature, influence his alignment, and teach him skills so that he becomes both a valuable helper and a Belief-boosting source of wonder to the Villagers.

When you begin the game, the last used Creature profile is selected. If you do not have a Creature, you are given an Ape by default.

➥ Click your Creature with the **Action Button** to view his stats.

THE LEASHES

In order to get your Creature to obey your commands, you need to use the Leashes:

THE LEASH OF LEARNING

Your Creature learns more when he's on this Leash. He watches more intently, copies you more closely, and is much more willing to try new things.

THE LEASH OF AGGRESSION

This spiky Leash makes your Creature aggressive and encourages him to do destructive or harmful things. While wearing this Leash, he acts like this regardless of his alignment.

THE LEASH OF COMPASSION

This fluffy Leash makes your Creature more loving and caring. While wearing this Leash, he acts like this regardless of his alignment.

USING THE LEASHES

Pick Up Leash Click the Leash with the **Action Button** or press [L].

Attach Leash to Creature Click your Creature with the **Action Button**.

Direct Leashed Creature Click the location or object with the **Action Button**.

Leash Creature to Object Double-click the **Action Button** on an object to attach the Leash.

Retrieve Leash Double-click the **Action Button** on the object to which the Leash is attached.

Shorten Leash	Click the **Action Button** at any point on the Leash to shorten its length while the Creature is leashed to an object.
Lengthen Leash	Click the **Action Button** on the Leash and drag to extend its length while the Creature is leashed to an object.
Drop Leash	Shake the Hand from side to side or press [L].
Switch Leashes	Cycle through Leashes using [V] and [B].

➥ You can also summon Leashes using Leash Gestures – see the *Black & White* manual for details.

TEACHING YOUR CREATURE

There are four ways to teach your Creature:

USE THE LEASH OF LEARNING

Your Creature learns anything you do with the Action Button while leashed to your Hand with the Leash of Learning. A light bulb appears over his head when he has learned a new task.

USE PUNISHMENT AND REWARD

Encourage your Creature to repeat actions you approve of by stroking him shortly after he's performed them.

➥ To reward your Creature, hold down the **Action Button** over your Creature and move the Hand gently over him.

Discourage your Creature from actions you disapprove of by slapping him shortly after he's performed them.

➥ To punish your Creature, hold down the **Action Button** over your Creature and move the Hand rapidly from side to side.

GIVE YOUR CREATURE OBJECTS TO INTERACT WITH

To offer an object to your Creature:

1. Pick up an object with your Hand, then hold it in front of your Creature until it rotates to the Give position.

2. Hold down the **Action Button** to hand the object to him.

Use punishment or reward to encourage or discourage your Creature's response to the object.

➥ Use this method to teach your Creature what to eat. When he is holding something edible, stroke his stomach to encourage him to eat it.

ENCOURAGE YOUR CREATURE TO WATCH VILLAGERS

Your Creature learns by watching people carrying out their day-to-day tasks.

IMPORTING YOUR CREATURES INTO *CREATURE ISLE*

If you already have a Creature in *Black & White*, he is used by default in *Creature Isle*. This Creature is imported the very first time you play Creature Isle. It is not possible to return a Creature from *Creature Isle* to *Black & White*, so when you import one, you are technically making a copy of him. You then have two Creatures evolving independently of each other. The original Creature remains in *Black & White*, so he can continue his progression.

NOTE: If you have two or more Profiles (and therefore Creatures) in *Black & White*, the one last played is imported into Creature Isle.

IMPORTING OTHER PROFILES

To import a different Creature:

1. Press [ESC].
2. Click the Profile tab in the Options menu and select the Profile name containing the Creature you wish to import. The Creature is imported.

DELETING PROFILES – IMPORTANT NOTE

If you delete a Profile which exists in both *Black & White* and *Creature Isle* you delete that Profile from both *Creature Isle* and *Black & White* (even if the two Creatures have become different and have learned different things).

THE CREATURE TRIALS

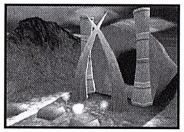
Initiation into the Brotherhood is rewarding. However, not all Creatures are worthy to join. If you help your Creature succeed in the Trials set by the Brotherhood, amazing new Miracles and skills may be bestowed upon you and your Creature.

➥ Look for members of the Brotherhood with gold scrolls. Click on one of these special Creature Trial scrolls with the **Action Button** and your Creature (or sometimes you alone) is set an exciting challenge by one of the island's wild inhabitants.

As with ordinary Trial scrolls, you can click on a Creature Trial scroll with the **Action Button** for a reminder of your task.

THE DOJO

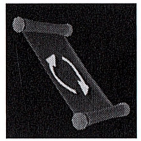
The Dojo is the center of learning for the Brotherhood. Whenever you complete one of its members' Creature Trials, they return to the Dojo to report on your progress to Rufus. You can visit at any time to speak to him and keep track of your successes thus far.



➥ Click on the Silver Scroll with the **Action Button** to hear Rufus list the available Creature Trials that need to be completed.

➥ Once you have completed a Trial, the Creature who set the trial returns to the dojo and activates his respective Plinth. You can then let your Creature practice its battle skills or even swap your Creature for the Creature type of the trial setter.

➥ To fight, click the Plinth with the **Action Button** then click the Red Fight Creature Scroll.



➥ To swap to the trial setter's Creature Type, click the Blue Swap Creature Scroll.

INFLUENCE AND BELIEF

Belief is the basic currency of the game – the more believers you have amassed, the more Prayer Power you can generate, and the larger your area of Influence. The extent of your Influence is displayed on the landscape by a red haze (in the Multiplayer and Skirmish Games, the haze may be a different color). Outside the limit of your Influence, your Hand is overlaid with a red cross and your interaction with objects in the world is severely limited.

To widen your Influence, you need to keep your subjects impressed with your mighty powers, safeguard their health, meet their desires, or devastate the area with powerful Miracles to encourage their belief through fear.

Applying these tactics to other Villages not in your domain increases their belief in you, ultimately helping you to expand your control over the world of *Black & White Creature Isle*. The more worshipers you have, the more Prayer Power they generate, the bigger your Influence, and the more miracles you are able to cast.

FULFILL THE DESIRES OF YOUR VILLAGERS

Your Villagers let you know many of their needs and desires by raising flags at the Village Store. The higher the flag, the greater their specified desire.

- ➥ To see the desire associated with each flag, hold the Hand over the flag to display a Tool tip.
- ➥ Fulfilling these Village desires makes your people believe in you more. Fulfilling them in Villages you don't control impresses people in that Village a great deal.

REVEAL YOUR POWERS

Throw a few rocks or fireballs around to stun Villagers into terrified belief, or show divine compassion by watering crops, helping during emergencies, or protecting Villagers with Shield Miracles.

SPREAD THE WORD

Place Missionary Disciples in Village Centers to encourage conversions.

DISPLAY YOUR CREATURE

Leash your Creature to your Village, or to a Village that you wish to impress. The larger and more accomplished the Creature, the greater an impression it makes, and the more likely the Villagers are to believe in you.

COMMAND REFERENCE

KEYBOARD	ACTION
[←]/[→]/[↑]/[↓]	Move
[CONTROL] + [←]/[→]	Rotate View
[SHIFT] + [↑]/[↓]	Pitch View
[CONTROL] + [↑]/[↓]	Zoom In/Out
Single-tap [SPACEBAR]	Reset the view to the default angle and altitude
Double-tap [SPACEBAR]	Move to Temple
[C]	Move to your Creature and follow him if he's moving
[SHIFT] + [C]	Zoom to Tyke
[ESC]	(When outside Temple) Brings up the Main Menu
[ESC]	Leave a Room in the Temple and return to the Temple's World Room
[ESC]	(When in Temple's World Room) Leave Temple
[TAB]	Cycles your view through each of your Village Stores
[A]	Pitch view UP
[Q]	Pitch view DOWN
[L]	Leashes and unleashes the Creature
[V]	Cycles to previous Leash
[B]	Cycles to next Leash
[N]	Displays the names of your Villagers
[S]	Displays Villager Statistics ([S] when the Hand is over a Villager displays stats about that single Villager)
[T]	Talk to other players
[R]	Charges the last Miracle you cast in your Hand

P	Pauses the game
F1	Displays Help about any object under the Hand
F2	View On-screen control summary
F3	Zoom out the view to see the whole land
F4	Move to World Room in Temple
F5	Move to Creature Cave in Temple
F6	Move to Challenge Room in Temple
F7	Move to Save Game Room in Temple
F8	Move to Game Options Room in Temple
F9	Move to Library in Temple
CONTROL + S	(When outside Temple) Quick Save
CONTROL + L	(When outside Temple) Quick Load

TECHNICAL SUPPORT

If you have trouble with *Black & White Creature Isle*, EA Technical Support can help. In addition to the material provided in the *Problems with Your Software?* (➤ p. 7), *Black & White Creature* Isle includes the *EA Help* file that provides solutions and answers to the most common difficulties and questions about how to properly use this product. It also allows you to send a detailed report of your problem directly to EA Technical Support via e-mail.

To access the *EA Help* file:

1. Start the Windows operating system.
2. Insert the *Black & White Creature Isle* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

If the Autorun menu does not automatically appear, left-click the **Start** button from the Windows Taskbar and select **Run...**. Type **D:\autorun.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

3. Click the **Technical Support** button on the Autorun menu. *EA Help* opens.

If you are still experiencing difficulty after utilizing the information in the *EA Help* file, you can also use it to contact EA Technical Support. *EA Help* contains a utility that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. Please note that you will need to have registered your copy of *Black & White Creature Isle* in order to take advantage of this utility.

To run the utility:

1. Launch the *EA Help* file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

When it finishes, you can view the gathered information by looking through the various category tabs. To send this information to EA Technical Support, fill out the blank sections under the User

tab including a detailed description of the problem you are experiencing and click **Send** (if you have an open Internet connection) or **Save Info** (if you wish to e-mail the file manually). A copy of the report is automatically saved to your Windows desktop.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://techsupport.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the EA Help utility report in your e-mail or letter.*

To run the utility:

1. Launch the *EA Help* file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

If you need to talk to someone immediately, call us at (650) 628-4325 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. *Please have the EA Help utility report printed and ready when you call.* This will help us service your call in the quickest possible time.

EA TECHNICAL SUPPORT CONTACT INFO

E-mail & Website: http://techsupport.ea.com

Mailing Address: EA Technical Support
P.O. BOX 9025
Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
PO Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 OYL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

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EA WARRANTY CONTACT INFO

E-mail & Web page: http://techsupport.ea.com

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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